

# INFERNO

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# INFERNO

## THE ODYSSEY CONTINUES™

### SPACE WILL NEVER BE THE SAME AGAIN

*THANKS FOR CHOOSING INFERNO.*

Hot on the trail of our ground-breaking flight simulator, TFX, comes Inferno - the space adventure that's light years ahead of its rivals. Now it's yours, we hope you enjoy playing it as much as we enjoyed making it. We set out to create the most outrageous space-combat simulator in the known universe, using some of the most up to date 3-D graphic techniques available. For you we have created an entire solar system to defend, plus the most powerful space fighter ever devised - the Inferno craft.

Inferno bombards your senses with a new type of fast moving 3-D action, as you zoom from deep space to deep inside planet atmospheres and giant installations. The virtual cockpit recreates the roller-coaster sensation of fast, off-world combat. And if that's not enough, there's the evolutionary gameplay - an innovation that brings you truly absorbing and believable mission scenarios. Your actions determine how the future unfolds. And it's never the same twice!

Unlike a flight simulator, Inferno makes no attempt to mimic any known aircraft. In the world of Inferno, gravity is the least of your worries. Bio-intelligence is built right into the fabric of your ship. A plasma computer pulses tactical, control and communications data through the amorphous, polymetal skin. Propulsion and weapons systems defy all known laws. So will you!

Inferno is the next chapter in the Epic saga, in which your ancestors battled the Rexxon hordes while escaping a SuperNova that vaporized the homeworld. Now the nightmare is back to haunt your new home. Have you got what it takes to turn the tide. Or are you greener than a Rexxon?

This product is exempt from classification under U.K. Law in accordance with The Video Standards Council Code of Practice. It is considered suitable for viewing by the age range(s) indicated.

It's time to find out. . .



# INTERNO

THE DOOSES CONTINUES




CREDITS : by Sean Phillips & Shaun Hollywood. Lettering by Steve Potter.

ACT I





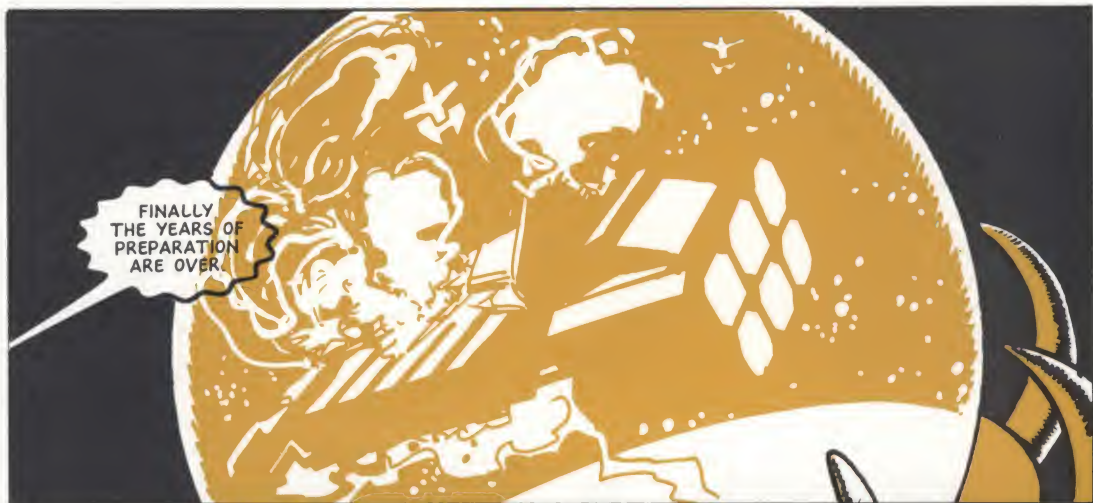


IN THE VOID OF SPACE, PARALYSED AND HELPLESS,  
A CIVILIAN CARGO VESSEL SHUDDERS UNDER THE  
ONSLAUGHT OF AN UNKNOWN FORCE.

THE ATTACK IS SWIFT, RUTHLESS  
AND COMPLETELY ONE-SIDED.

THEY DIDN'T STAND A CHANCE.





## HEALTH WARNING: READ THIS FIRST

A very small percentage of people may experience epileptic seizures when exposed to certain patterns or flashing lights, for example on a TV or a computer monitor. This may also happen with people who have no prior history of epilepsy. If you or any of your family has an epileptic condition, please consult a doctor before playing Inferno.

STOP PLAYING THE GAME AND CONSULT YOUR DOCTOR IMMEDIATELY IF YOU EXPERIENCE ANY OF THE FOLLOWING SYMPTOMS WHILE PLAYING A COMPUTER GAME: DIZZINESS, ALTERED VISION, EYE OR MUSCLE TWITCHES, LOSS OF AWARENESS, DISORIENTATION, INVOLUNTARY MOVEMENTS OR CONVULSIONS.

## INFERNO FIGHTER TECHNICAL BRIEF

### CLASSIFIED: LEVEL ONE

#### GETTING STARTED

After reading the Technical Supplement and installing the game, just type INFERNO at the 'C:' prompt.

#### FLIGHT LOG

The opening screen will give you a retinal scan and ask for your name and call-sign. Fill these in, and they will both reappear in the 'Save Game' and 'High Score' slots.

#### TYPE OF GAME

After logging-in to Inferno the next screen will let you choose between instant arcade action, or two styles of unique evolutionary gameplay developed specially for Inferno to keep you coming back for more.

**THE DIRECTOR'S CUT:** The full shooting match. And just like a good movie, you're never sure what's next or how it's going to end. Once you start, you'll follow a continuity of events determined by your own actions. The future will unfold before you, revealing new directions and possibilities.

**EVOLUTIONARY:** Here you get a chance to fly missions and decide for yourself how to conduct the battle. You'll make strategic decisions based upon the planetary map. Carry the fight to the places you think are the most important. But beware! Lose the wrong planets and you lose the battle.

**ARCADE:** As the name suggests, this is the place to drop into if you just want a quick blast. After the intro sequence, choose a simple or complex planet system from the planetary map. Now you will experience a mini-campaign based on a struggle for the chosen planet.

**LOAD SAVED GAME:** Thanks to the unique evolutionary gameplay of Inferno, failing a mission does not mean you have to do it all over again. Who's perfect, after all? That's why we recommend you only save games at key points, so if you die you won't have to start from scratch again. To save press 'ALT S'. Saving during gameplay will return you to the beginning of that mission.

#### BRIEFING

Briefings take place in the Emperor's chamber. He will tell you how you have done, how the conflict is going, and what you have to do next. These sequences can be skipped by pressing ESCAPE, or the right mouse button, or paused by pressing 'P' key. Press SPACEBAR or left mouse button to advance the next shot quickly. In Evolutionary and Arcade style games, you choose where to go.

Vital messages concerning specific mission objectives will be received in the cockpit display, and stored in NAVICOM for recall (see page 28 for details).





## TAKE-OFF

Just apply thrust and prepare to dodge any structures as you leave a ship or hangar.

## DOCKING

*TIP: When approaching a*

Press key 'D' when you near a Federation ship or structure and a virtual corridor appears in the sky. Flying through each box earns you bonus points.

*Warning: Don't confuse the docking*

If no sky corridor appears, you are badly aligned. Try again.

*Warning: Don't push out too*

If you press the 'A' key once, you will initiate an AUTONAV1 (AUTODOCK) procedure, although you will score no bonus points. A message will appear if you are incorrectly oriented.

*Other points*

## SELECTING WEAPONS & COMBAT PODS

Press either the ENTER or BACKSPACE keys to scroll through the weapons display (top row of icons above the cockpit sensor display). The three Lasers are on the left, followed by the three torpedo types and the special weapons. See 'Inferno Fighter Overview' for details of when and where to use the weapons.



*TIP: If you're in a hurry to*

To reach your Combat Pods (reserve weapons, energy etc.)

*Warning: Don't switch to*

press delete to move to the bottom row of icons. Use ENTER

*NAVICOM: where you*

and BACKSPACE to scroll through the items, and SPACEBAR

*Warning: Don't push out too*

to choose a Pod. See 'Inferno Fighter Overview' for details

*Warning: Weapons and Combat*

of the Combat Pods.

*Pod: or better*

## TARGET ASSIST

Key 'C' locks the Target Assist shape onto an enemy. Lasers and particle based weapons utilise a small circle. Particle based weapons and Megadeth also have a predictor sight shaped like a cross. When the cross is small, you have a higher chance of scoring a hit fired at the centre point.

Guided weapons have a box shape which locks on to the target to show that the weapon may be fired. Pressing the 'C' key successively cycles through the available targets. The locked target is visible on the 2-D cockpit scanner as a larger red box.

Press SHIFT 'C' to lock on friendly craft.

## FIRING WEAPONS

This depends on your controller. With the keyboard and two button mouse, press SPACEBAR, or press the middle button on a three button mouse. Otherwise fire button 1 on a joystick should do the job.

## SELF-RIGHTING

TAB automatically rolls the ship upright... especially useful inside structures.

## PICKING UP EXTRA COMBAT PODS

To help you finish missions, Combat Pods containing vital supplies such as extra weapons are teleported to strategic pick-up points. If you see a Combat Pod, press the 'P' key. If you are close enough you will see what type of pod it is in your combat display, and it will be teleported aboard your craft. See 'Inferno Fighter Overview' on page 13 for details of Combat Pods.

## ENTERING REXXON CRAFT OR INSTALLATIONS

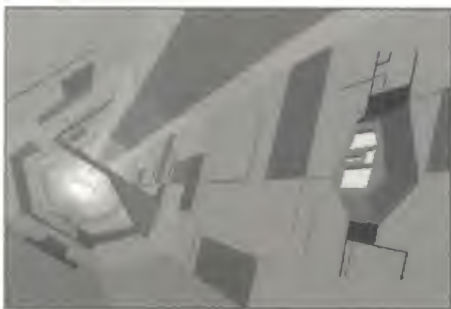
Whether it's a Rexxon ship, installation or occupied Federation territory, you'll have to shoot your way in. Try



shooting the doors on Federation property. On some Rexxon ships and installations, you'll have to shoot at a collection of small objects on the craft or building to gain entry.

### DOWNLOADING ALIEN MAPS

When you enter an alien spaceship, you have no maps. To acquire them you must seek a computer interface like the one shown, manoeuvre close and press the 'F' key to download all that vital data. You can then navigate through the ship's internal structures.



### DESTROYING SHIPS AND INSTALLATIONS

Every target has its Achilles heel, and it's up to you to find it. It may be a small door, or flashing beacon on a ship, Central Computer or Reactor.

With heavily defended targets, it's best to deal with the enemy guardians first. Once a destruct sequence has been initiated inside structures, get out fast!

### AUTOPILOT

'A' will cycle through the three autopilot modes:

AUTONAV1 for auto-docking

AUTONAV2 for auto-combat

AUTONAV3 for auto-waypoint navigation.

The mode is indicated in the screen. Power and altitude settings are up to you (see NAVICOM, page 28 for details).

**WARNING!** Autopilot does not work inside structures.

### REGENERATION AND TRANSPORTATION

Thanks to your little brush with the Rexxons, you are the first human who can withstand the new Ray-TECH teleportation process, which normally works only with inorganic objects like Combat Pods. However, teleport more than three times and you may be exiled to the Information Vortex. To teleport more times, you must pick up Rexxon Regen Chemicals from alien craft and installations (same procedure as acquiring Combat Pods).

### LAST MESSAGE REPLAY

The 'M' key displays the last message received, just in case you missed it or lost track of the action! All messages can be accessed in chronological order via the NAVICOM display.

### PLANETARY APPROACH

If a message says fly to a planet surface, accelerate to maximum velocity and just fly towards it. A message tells you that planet approach has been initiated, and the planet suddenly grows larger. To abort this sequence, just veer sharply away from the planet.

### LEAVING PLANETS

If instructed to do so, leave the planet by pointing skyward and accelerating.

**WARNING!** If you are on a planet with a shield, find an open door or open one by shooting at the flashing beacon with a laser.

### SUICIDE BUTTON

Press the ESCAPE key twice if you are just too green to handle the action. Chances are you will regenerate anyway, although the Federation Elders won't be too pleased. Remember, you don't always have to succeed in Inferno, so don't take failure too hard!





## SCORING AND STYLE MARK

A big part of the challenge is to see how many points you can score. Basic scores correspond to: missions completed; aliens destroyed; skillful docking procedure; flying through combat pods to pick up extra stores instead of beaming the contents aboard.

Those of you who care about image will care about the style mark. This is awarded for successful completion of levels, for smooth flying and for weapons economy. If you are really good, you may obtain a style value of 100 (but we doubt it).

**WARNING:** Saving games too often is bad form for real Inferno fighters. You will be penalised accordingly.

## PENALTIES

Shooting friendly Federation ships and installations is bad form. So is excessive use of AUTONAV modes - especially AUTONAV2 (AUTOCOMBAT), which steers you behind your enemies. Use it sparingly. If you shoot animal life on a planet, you are lower than the Rexxon scum. Points will be slashed for such dastardly conduct. Spending time finding unnecessary Combat Pods may also jeopardise your chances of successful mission completion!

## SAVING GAMES

If you must, press 'ALT S' to enter the Save Game slots. To save a game, fill in a slot then press return. To leave without saving, just press the exit button. Don't save games too often during Evolutionary Play or the Director's Cut. Your style mark will suffer!

See also LOAD SAVED GAME on page 5.

## QUITTING INFERNO

Press SHIFT 'Q' to leave Inferno altogether. A dialogue box appears. Press 'Y' to leave, 'N' to return to the game where you left it, or RESTART to begin all over again.





ACT II

THE HUMANS ARE SUCH WEAK AND FEEBLE CREATURES.

YET THEY POSSESS A RARE STRENGTH OF SPIRIT.

THEY HAVE A CHAMPION. HE INSPIRES THEM, WITHOUT HIM WE COULD CRUSH THE HUMANS EASILY.

SOON ALL THE PIECES WILL BE IN PLACE. THE HUMAN CHAMPION WILL BE IN OUR GRASP. HIS MIND WILL THEN BE OURS TO CONTROL!

THE ATTACK ON THE CIVILIAN VESSEL WILL NOT GO UN-NOTICED. NO DOUBT HE WILL BE SENT TO INVESTIGATE.

LITTLE DOES HE KNOW OF THE FATE THAT AWAITS HIM THERE!





THROUGH  
HIM WE SHALL  
ENSLAVE THE REST  
OF HIS MISERABLE  
SPECIES!

GO NOW  
MY CHILD.  
BRING HIM  
TO ME!



MEANWHILE...

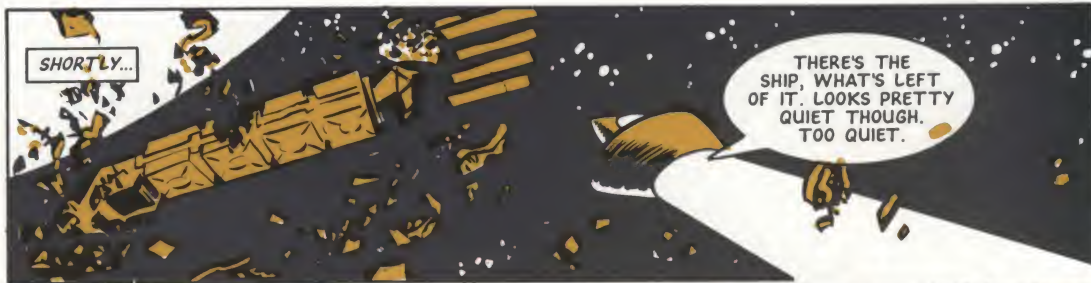
YOU'RE  
HERE AT LAST.  
WE HAVE A CRISIS  
SITUATION  
DEVELOPING IN  
SECTOR 13.

ONE OF OUR  
CIVILIAN CARGO SHIPS  
HAS BEEN ATTACKED AND  
OUR NEARBY COLONISTS  
ARE BEGINNING  
TO PANIC.

IS THERE  
ANY NEWS OF  
SURVIVORS?

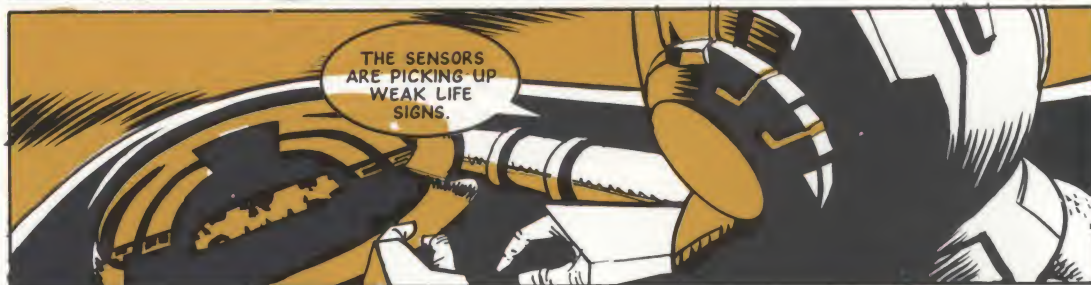
WE  
DON'T KNOW.  
TRANSMISSIONS  
STOPPED ALMOST  
IMMEDIATELY.

ACTION  
AT LAST! I  
SHALL LAUNCH  
STRAIGHT  
AWAY!



SHORTLY...

THERE'S THE  
SHIP, WHAT'S LEFT  
OF IT. LOOKS PRETTY  
QUIET THOUGH.  
TOO QUIET.



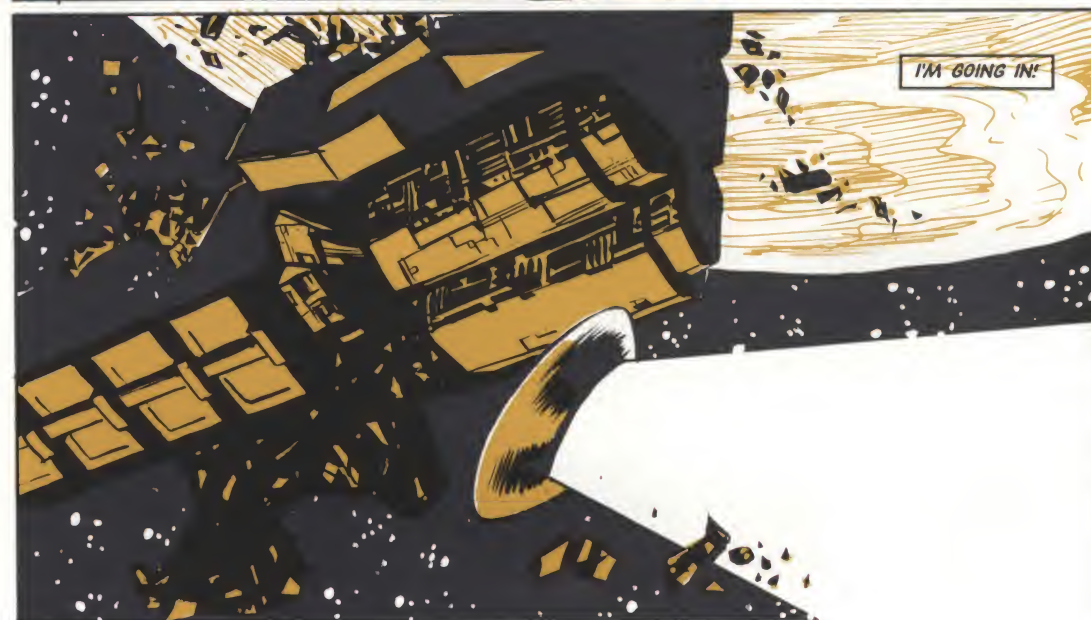
THE SENSORS  
ARE PICKING-UP  
WEAK LIFE  
SIGNS.



THAT MEANS  
THERE MUST BE  
SURVIVORS!

I MUST  
GO ABOARD.  
THEY CAN'T JUST  
BE LEFT TO DIE ON  
THAT FORSAKEN  
WRECK.

DOCKING  
PROCEDURE  
INITIATED...



I'M GOING IN!



## ATTENTION.. ATTENTION!

What you are about to read is highly sensitive information.  
The technical specifications of your Inferno craft are **TOP SECRET**.

The Inferno craft is a single-seat astro-fighter with combat capability in all planet atmospheres and inter-planetary space. Its range is the entire span of the New Terran System, with limited intercept and strike ability beyond the orbit of the outer planets.

In space, an Anti-Gravity Amplifier (AGA) drive provides velocities that would make NASA green with envy. Effectiveness falls outside the Solar System due to lack of solar gravity. In planetary atmosphere, the AGA becomes a particle accelerator, forcing gas or liquid molecules through

a ramjet to achieve high supersonic velocities. In thinner planet atmospheres, highest speeds are possible (see Solar System for detail of atmospheres).

The AGA also provides the power to charge the Laser weapons and shields.

In combat, a loss of energy will affect all these systems. The Inferno craft's shields are of the Ion Barrier type.

LENGTH: 8 meters.

WINGSPAN: 7.5 m.

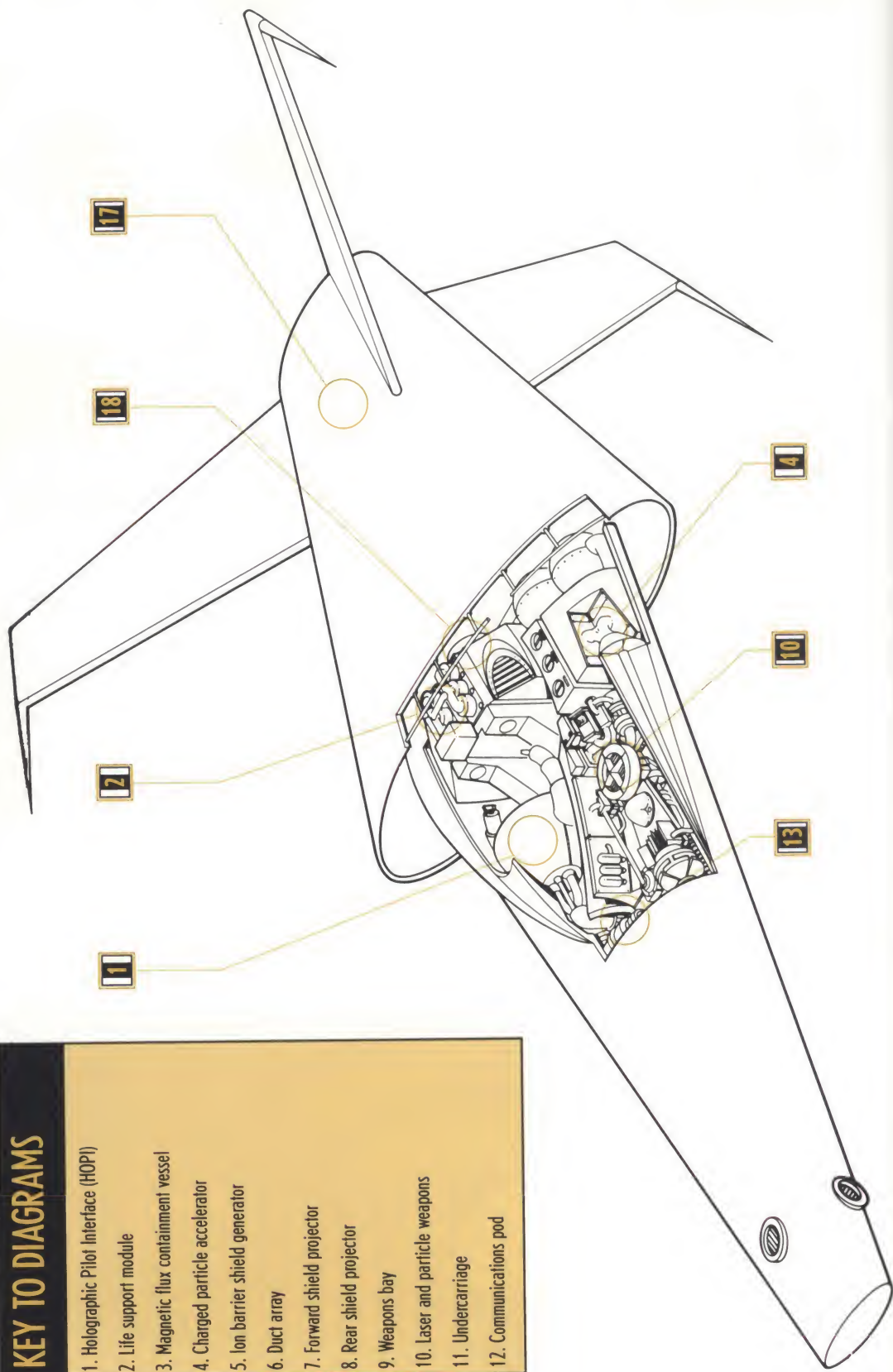
COMBAT WEIGHT: 14,000 kg.

## NOW TURN THE PAGE

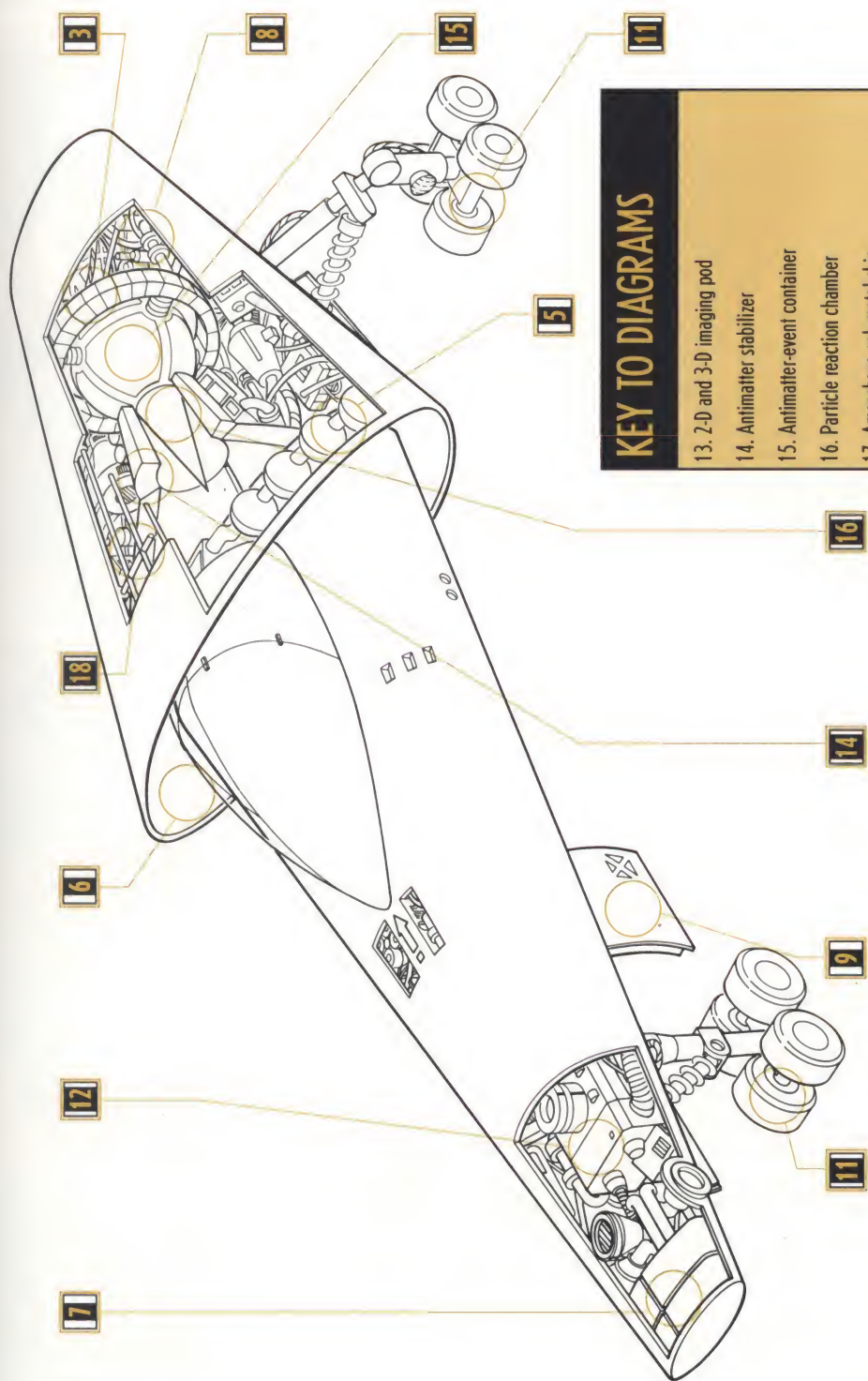
To delve ever deeper into the complex and awesome capabilities of your Inferno craft.

# KEY TO DIAGRAMS

1. Holographic Pilot Interface (HOPI)
2. Life support module
3. Magnetic flux containment vessel
4. Charged particle accelerator
5. Ion barrier shield generator
6. Duct array
7. Forward shield projector
8. Rear shield projector
9. Weapons bay
10. Laser and particle weapons
11. Undercarriage
12. Communications pod







## KEY TO DIAGRAMS

- 13. 2-D and 3-D imaging pod
- 14. Antimatter stabilizer
- 15. Antimatter-event container
- 16. Particle reaction chamber
- 17. Amorphous polymetal skin
- 18. Superconductive plasma for cooling and bio-computer data transfer.





ACT III

WHAT DARK FORCES COULD HAVE PERPETRATED SUCH HORRORS AS THESE?

IF I COULD GET MY HANDS ON WHOEVER DID THIS, I'D...

BEEP!  
BEEP!

...BUT WAIT! MY SENSORS ARE PICKING UP WEAK SIGNALS AHEAD.

NEARLY THERE, THEY SHOULD BE JUST AROUND THIS CORNER.

OH, MY...







OUR HERO IS UNDER  
ATTACK BY ALIENS.











## W E A P O N S

Inferno carries a variety of weapons. Laser 1 will last as long as your energy reserves. A fixed number of particle based weapons are available, and like other weapons must be replenished by acquiring Combat Pods during the missions. Weapons are described from left to right on the cockpit weapons display.



**LASER 1:** Beam-based continuous fire, and the best for close combat. However, it drains your energy the fastest.

**LASER 2:** Charged particle based, which is harder to fire accurately at fast moving targets, but saves energy. The predictor sight will assist accuracy.

**LASER 3:** A charged-particle mega-pulse blaster, which is useless for fast moving targets but lethal on slow moving or stationary targets. The predictor sight will assist accuracy.

**PLASMA TORPEDO 1:** Short range, high agility close-combat projectile.

**PLASMA TORPEDO 2:** Medium range homing projectile.

**PLASMA TORPEDO 3:** Long-range fire-and-forget weapon with high-yield warhead and smart proximity defonator.

**Tip:** When approaching the combat zone, begin by using Torpedo 3. When closing switch to Torpedo 2 and then Torpedo 1 for dogfights. Kill as many as you can before resorting to lasers. Laser 1 is best for dogfights but uses a lot of energy. If this is running low switch to Laser 2. Save Laser 3 for the slow moving or stationary targets. Use the Cluster for certain kills and Megadeth for the biggest targets.

**CLUSTER WEAPON:** A multiple-warhead guided weapon that splits up and attacks its target from many directions to ensure a certain kill.

**MEGADETH:** Your most potent weapon. It is a non-guided anti-matter event and the predictor sight will assist accuracy.

## C O M B A T P O D S

Strategically placed to help you complete missions, Combat Pods are acquired by flying close and pressing 'P'. You may store up to 9 of each Pod type. More points are awarded for flying through the pod, but remember the time penalty!

**WEAPONS 3:** Replenishes Cluster and Megadeth weapons.

**WEAPONS 2:** Replenishes Torpedoes.



**WEAPONS 1:** Replenishes Lasers 2 and 3.



**INVINCIBLE SHIELD:** Your most potent defence. It makes you so hard, you can ram the enemy to destroy them. At least, until the effect wears off after one minute.

**TIP:** The Invincible shield is a big help when entering the mayhem of Rexxon installations and craft.

**NRG:** Energy to boost the drive and all lasers.

**SHIELD:** Energy to boost shield protection.

**TURBO:** Allows you to travel at twice the normal maximum velocity. Ideal for covering large distances without wasting time. When you feel the need for speed inside installations, don't use turbo if you want to see Terranova again. Turbo can

be used with AUTONAV3 if you want fast, accurate travel but don't mind the autopilot penalty.

**REGEN CHEMICALS:** To keep surviving teleportation, you must pick-up these alien Pods. A maximum of three are allowed. When you have less than 3 lives, you will be able to find the Pods inside Rexxon craft. Clues will be given when they are available. Remember, without sufficient chemicals, you may be stranded in the Information Vortex forever.



## INSIDE THE COCKPIT

### HOLOGRAPHIC PILOT INTERFACE - HOPI

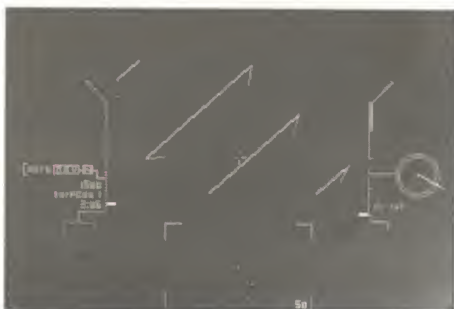
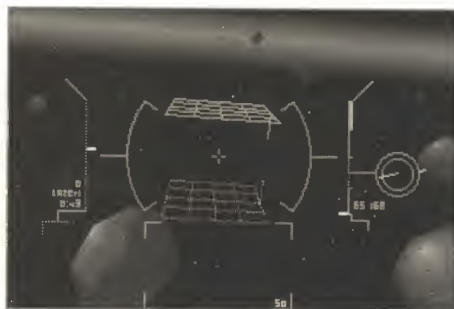
Projects data before your eyes to help you fly and fight.

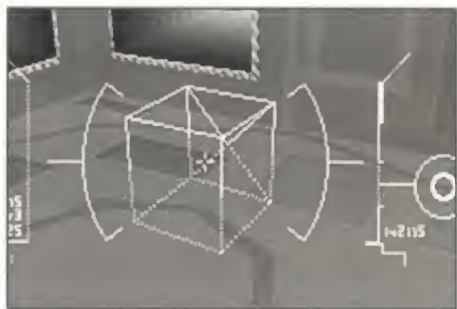
There are three modes available:

**THE GRID: HOPI SPACE MODE:** When in space, the closer you are to the combat zone, the further the grids move apart. The dotted grid represents 'down'. The vertical line indicates the direction of the Solar Meridian - the equivalent of North in the entire Solar System (see Solar System for details).

If the grids close, the SM line points the way to the combat zone.

**THE BAR: HOPI PLANET MODE:** When on a planet or moon, the bars indicate pitch in 10 degree steps, and your attitude to the horizon (roll). At steep angles, the bars assume a 3-D shape to assist orientation. The dotted bars show you are travelling downward.





**THE CUBE: HOPI CORRIDOR MODE:** When flying inside structures, a 3-D box helps you orient yourself. Down is indicated by the dotted side of the cube, and the 'X' indicates the direction of the SM.



**TARGET ASSIST:** When using non-guided lasers and particle-based weapons, a small circle surrounds the target being tracked. Use Key 'C' to select enemy targets, and SHIFT 'C' to pick friendly targets (such as training drones). A line extending from the circle shows the direction in which the target is travelling. The length of the line shows how far you are from the target.



Particle based weapons and Megadeth also have a predictor sight shaped like a cross. When the cross is small, you have a higher chance of scoring a hit fired at the centre point. If the cross is large, don't waste your energy shooting.



When using guided torpedoes and other projectiles, a box locks-on to your target. A distinctive sound also accompanies a target assist and 'lock-on'. If you fire before a target is locked, press 'C' to try and obtain a lock. Otherwise the weapon is wasted.



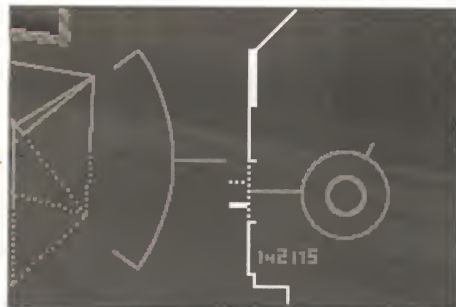
**TARGET DIRECTION INDICATORS:** To find an enemy who is out of view, the little red box that moves around the HOPI points the way to go.



**ALTITUDE SCALE:** shows your altitude relative to the combat zone in space, and the ground when on a planet (lower and upper reaches of the scale respectively).



**SPEED SCALE:** three power-bands: 1 is mainly for close-combat, 2 for cruising, and 3 for making your eyes water. Two bars slide up and down the scale: the fast-moving one shows thrust; the other velocity. Remember Turbo for fastest travel.



#### DIRECTIONAL INDICATOR (COMPASS)

This is the Inferno equivalent of a compass. Instead of North, it uses the Solar Meridian (SM) as a reference direction (see Solar System, page 41). SM is shown by the short line outside the compass. Bearing to waypoints is shown by a line inside the compass circle (see NAVICOM, page 28). As you approach a waypoint, extra circles indicate proximity. A thick circle means you are over the waypoint.



## SYSTEM INDICATORS

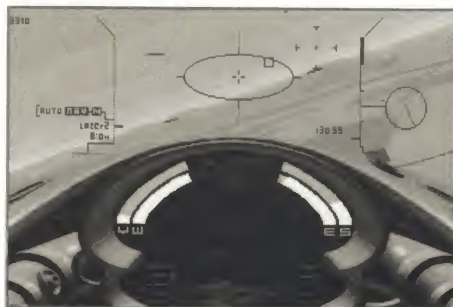
Showing important status information about the Inferno craft.

**V - VELOCITY:** works like a car rev counter, showing you acceleration in each power band.

**S - SHIELDS:** when hit, the indicator will fall and should recharge. However, it may not, so beware! No shields are no joy.

**E - ENERGY:** full energy gives you top thrust, maximum shielding and supreme laser burn.

**W - WEAPONS:** indicates power available for energy-based weapons. As you fire lasers, the level will drop slightly, but should recharge. If it doesn't, it's time to quit or find some Combat Pods.



## WEAPON DISPLAY

From left to right shows lasers, torpedoes, the Cluster and Megadeth weapons. Toggle through the icons with the ENTER and BACKSPACE key, and the selected weapon is highlighted and named in the HOPI.

Press the DELETE key to move to the Combat Pod display below. See also NAVICOM.

### COMBAT POD DISPLAY

Toggle through the icons with the ENTER and BACKSPACE key, and the selected Combat Pod is highlighted and named in the HOPI. Press SPACEBAR to select a Pod, and INSERT to return to the Weapons display.

See also NAVICOM.

## SENSOR DISPLAYS

A Multi-Function Display (MFD) gives access to three sensor modes. Use the 'T' key to toggle through the sensor types.



**2-D SENSOR:** An easy-to-read 360 degree radar picture of enemy activity, with you at the centre. 'R' key toggles the relative ranges between 50 and 1 geometric units. Large red squares indicate a lock-on with the targeting-assist device.

Some Federation craft and installations can be detected on this scanner.



**3-D SENSOR:** shows man-made structures in blue and the relative heights of enemy spacecraft as white lines. The triangular zone is your forward field of vision. Anything behind you is darker than items in front.



**SURFACE IMAGING DISPLAY (SID):** Generates a flat, Planarmorphic projection of the planet with you at the centre. The map auto-scales to reflect your altitude.



In all external & virtual cockpit modes, a flashing 'M' at the bottom of the screen to indicate an incoming message. Press F1 or press 'N' to read it directly from the Navicom.



## MANUAL FLIGHT & VIEWS

### INTERNAL VIEWS

F1: FORWARD VIEW - the standard view forward, showing all cockpit instruments. Press again for a FULL-SCREEN FORWARD VIEW (HOPI-only view with 2-D sensor display).

F2: VIRTUAL COCKPIT - your viewpoint with eyes independent from the direction of the craft. Use the cursor arrow keys and SHIFT to scroll around the cockpit. Press again to reset.

F3: VIRTUAL COCKPIT TARGET LOCK - now your eyes follow locked targets as they fly by. If you can take the breathtaking pace, it's brilliant for dogfighting.

This view works well with AUTONAV2 (see NAVICOM, pg 28).

When all targets are destroyed, it snaps back to a full forward view.

### EXTERNAL VIEWS

F4: OMNICAM VIEW - scroll around your craft using the cursor arrow keys and SHIFT. Defaults to a backwards facing view, which is useful for checking on the destruction of installations while leaving the scene. Press again to reset.

F5: MISSILE VIEW - follow torpedoes to see if they hit their target. Viewing angle can be changed with keys on the numeric keypad. Press again to reset.

F6: OMNICAM FLY-BY - generates spectacular, movie like sequences of Inferno in action.

F8: YOU AND THEM - keeps you and your enemy in sight on the screen.

F9: PLAYABLE CHASE VIEW - an extra wide-angle view of your craft from behind, with HOPI data projected onto the screen to help you fly and fight. Ideal for pilots who prefer arcade-style action, rather than cockpit views.

F10: THEM AND YOU - see yourself as your enemy sees you.



Key 'N' gives access to the NAVICOM screen - one of the

*Tip: Time usually still when*

most important instruments in your cockpit. Manufactured by

*you enter the NAVICOM*

Parallax, the system allows any spherical body such as a

*never, don't worry about*

planet to be mapped as a 2D Planarmorphic projection in

*what's happening outside?*

real-time. Your craft is shown as a red dot at the centre.

Combat Pods are marked by the letters 'CP', and Regen Chemicals are marked 'RC'.

Using the mouse, you can point to an area of interest, and enlarge it by pressing the left-hand button. At maximum zoom, you will be presented with a rotating holographic image of the chosen area. Click on the right button to zoom out again. Grid co-ordinates are shown on the right of the display and next to the cursor. Press ESC or exit or right mouse button to leave NAVICOM.

NAVICOM may also be controlled with your joystick.

## SCORE

The big red numbers show your mission tally.

## COMMUNICATIONS DATABANK

Mission specific messages are received in the cockpit below the sensor display. All incoming messages are stored in chronological order in the NAVICOM, and you can scroll through them at your leisure by clicking on the up or down arrow with the mouse or cursor keys.

## CONTROLS

Press this to get a handy overview of all the keys that you have forgotten how to use. It saves searching for the manual every time!

## SET MARKER COMMAND

Briefings often describe which grid locations you must fly to. 'Set Marker' enables you to define a waypoint. To set a marker, highlight the command or press 'S' then select where the marker should be on the map by clicking the left hand mouse button. Click again to zoom in and see a holographic image of where you will fly to. A marker can be set automatically by clicking on the co-ordinates within the communications database.

Once a marker is set and you leave NAVICOM, a line appears inside the compass on the HOPI. To steer towards the marker, manoeuvre until the line inside the compass is pointing to 12 o'clock. Press 'A' until AUTONAV3 is visible in the HOPI, and the craft will steer itself towards the marker. Power settings are up to you. Watch for the Proximity Detector circles to appear, which show you are getting close to the marker. In AUTONAV3 the craft will stop automatically when you have arrived.

## IN-FLIGHT OPTIONS

Select this screen to switch sound FX, music and speech on or off. You can also change detail levels, which will help to speed up the action on slower machines. There's also the possibility to toggle between mouse and joystick controllers.

## WEAPONS AND COMBAT POD ICONS

These give an overview of your present load. Currently selected weapons or Pods are highlighted. Click once to get an explanation of the weapon or Combat Pod, click again to select. The vertical lines represent a full load. Numbers indicate the quantity of Combat Pods to a maximum of 9 for each type. To utilise pods - select then press activate.



There are three modes available, but remember they will detract from style mark. When autopilot is engaged, a message always appears in the HOPI or in the external views. NOTE: there is a small delay when switching modes, to prevent the craft behaving erratically as you switch from one to another.

**AUTONAV1: AUTODOCK** - for tired pilots only! You will score no extra points for using this mode. Press 'A' once to initiate autoland procedures. If you press the 'D' key, you will also see the flight approach corridor. Press 'A' three times

to return to manual control.

**AUTONAV2: AUTOCOMBAT** - press 'A' twice and your craft automatically chases a locked target, matching speed once it is within your weapons range.

*Tip: AUTONAV3 is handy for*

*the virtual cockpit in target*

*lock mode if you don't mind*

*the autopilot penalty. Switch*

**AUTONAV3: AUTOWAYPOINT** - press 'A' three times to engage the autopilot that takes you directly to markers set in NAVICOM. Remember, Turbo speed works well with this mode.

*autopilot off to enjoy the*

*thrill of manual control once*

*your enemy is within sight.*

ACT IV

LATER - DEEP IN  
THE HEART OF  
THE ALIEN SHIP...


SO, THIS  
PATHETIC CREATURE IS  
HUMANITY'S GREATEST  
WARRIOR?












THE CHEMICALS  
NOW ENTERING YOUR  
CIRCULATORY SYSTEM WILL  
TRANSFORM YOU INTO A  
MORE... SUITABLE...  
ALLY.




RESISTANCE  
IS FUTILE.



THE ALIEN CHEMICALS SURGE  
THROUGH HIS BODY, RACKED  
BY VIOLENT SPASMS, THE  
MUTATION BEGINS.

TORN FROM WITHIN,  
HIS BODY SEEKS TO  
ESCAPE THE CONFINES  
OF HIS FLESH.



RENOUNCE  
YOUR HUMANITY.  
YIELD TO THE  
IRRISISTIBLE MIGHT  
OF THE REXXON  
EMPIRE.





NEVER!

MUST NOT  
GIVE IN!

CANNOT  
BETRAY  
HUMANITY!

MUST...  
RESIST.

NO!

NO,  
NO!

IS THIS  
THE END..?





AAAAUUUUUUUGGHHH!!!

GET  
HIM YOU  
FOOL!







THE ALIEN CHEMICALS HAVE  
DONE THEIR JOB WELL.

OUR HERO IS TRANSFORMED  
INTO A MUTANT BERSERKER.



THE ALIEN WARRIOR  
IS NO MATCH FOR  
THE HUMAN'S FURY.

HE BAT'S HIM  
AWAY LIKE  
AN INSECT.



THE ALIEN WARRIOR CANNOT WITHSTAND  
THE RAGE OF THE MUTATED HUMAN...



BUT THEN...



...HE FALTERS.

THE EFFECTS OF THE ALIEN  
CHEMICALS DIMINISHES.

COMPLETE  
REVERSION IS  
IMMINENT.



STRIPPED OF HIS ALIEN  
STRENGTH, HE IS NO  
PHYSICAL MATCH FOR  
THE ALIEN WARRIOR.



ONLY HIS WITS CAN  
SAVE HIM NOW.



IF HE LIVES  
THAT LONG.





ACT VI

AAAUUGGHH!!!

THE  
ALIEN IS  
STRONG... BUT  
MINDLESS.

BRUTE  
STRENGTH ISN'T  
THE WAY. I MUST  
OUT-THINK  
HIM.

AND  
I THINK  
I KNOW  
HOW.

AAAUUGH!!



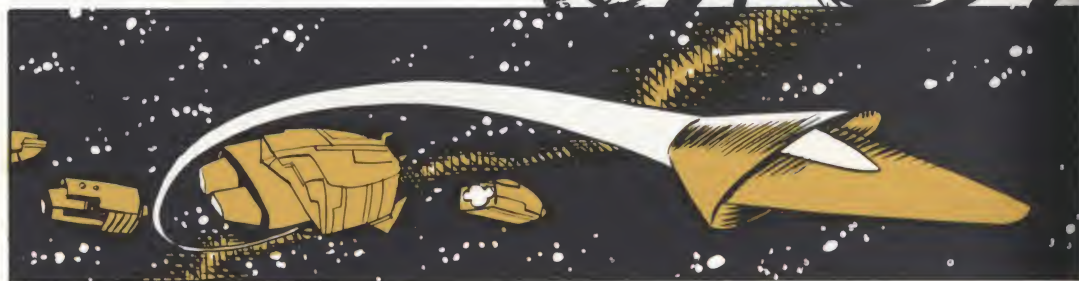








NO, YOU  
BUMBLING FOOL, LET  
THE HUMAN GO. LET HIM  
BELIEVE HE HAS TRIUMPHED  
- FOR TOMORROW THE  
INVASION BEGINS.



AND SO OUR HERO LIVES TO FIGHT ANOTHER DAY.

THE BATTLE BETWEEN GOOD  
AND EVIL GOES ON. TODAY GOOD  
PREVAILS, BUT TOMORROW...

WHO KNOWS?





**MAGNOX**

**ATMOSPHERE:** High temperature, yellowish helium/oxygen mix.

**GEOLOGY/BIOMORPHOLOGY:** Desert-like with large magma deposits left over from volcanic activity. No indigenous life-forms.

**CLIMATE:** Extreme day-night climatic variations.

**HABITATION:** Military bases, small-scale mining and research.

**CORPORATE:** Dyna-CORP, Oxy-CORP, Ore-TEC, Def-CORP, Geo-LINK, Com-TEC, Sky-NET, Provo-TEC.

**DEFENCES:** Planet bases with two orbital defence platforms.

**SPACE STATIONS:** One cargo terminal, one habitation.

**STRATEGIC VALUE:** A primarily military planet, close to Terranova. It passes frequently behind the sun, making it ideal for launching an attack. This also makes communications difficult from time to time. Loss of this planet would be serious.

**HYDRA-VERDI**

**ATMOSPHERE:** A blue, watery planet with an oxygen/nitrogen atmosphere.

**GEOLOGY/BIOMORPHOLOGY:** 95% water covered, with coral reefs and volcanic land masses.

**CLIMATE:** Regional climatic, with polar regions, temperate zones, and equatorial tropics.

**HABITATION:** Krill fishing fleets, mineral extraction and military bases.

**CORPORATE:** Dyna-CORP, Oxy-CORP, Def-CORP, Geo-LINK, Com-TEC.

**DEFENCES:** Two orbital defence platforms.

**SPACE STATIONS:** Four cargo terminals and three habitation.

**STRATEGIC VALUE:** Manned mainly by krill harvesting personnel and plant operatives. It is vital for food and minerals, and close to the homeworld, so its loss would be critical and ensure early defeat.

**TERRANOVA**

**ATMOSPHERE:** A green, Earth-like planet, with a breathable atmosphere and synthesized ozone layer.

**GEOLOGY/BIOMORPHOLOGY:** Mountains, lakes, oceans with a wide variety of rock, soil and vegetation. Indigenous life-forms in early stages of development.

**CLIMATE:** Regional climatic, with polar regions, temperate zones, and equatorial tropics. Storms occur at the poles and equator.

**HABITATION:** Most of humanity lives here. It is a centre for society, agriculture, science and religion.

**CORPORATE:** All corporations have their headquarters here.





DEFENCES: One orbital defence platform, plus shield systems.

SPACE STATIONS: Four cargo terminals and five habitation.

STRATEGIC VALUE: It is the Solar System's seat of power. Lose this and humanity, the Federation - everyone - goes too.

#### MOON TERRALUNA

GEOLOGY: Flat, desert like surface with some low mountain ranges.

HABITATION: Military personnel, colonists and scientists.

CORPORATE: Dyna-CORP, Oxy-CORP, Ore-TEC, Def-CORP, Geo-LINK, Com-TEC, Provo-TEC.

STRATEGIC VALUE: An important part of Terranova's planetary defence network.

#### PROTUS MAXIMA

ATMOSPHERE: In the process of being Terra-formed.

GEOLOGY/BIOMORPHOLOGY: Mountains and desert with large toxic pools. Simple, hardy life-forms.

CLIMATE: Evolving as the atmosphere is Terra-formed. Electric disturbances, especially near the shield and Terra-formers.

HABITATION: Highly populated, almost exclusively by military personnel.

CORPORATE: Dyna-CORP, Def-CORP, Geo-LINK, Com-TEC, Sky-NET, Provo-TEC.

DEFENCES: Planetary shield.

SPACE STATIONS: Four cargo terminals and four habitation.

STRATEGIC VALUE: This is the system's military training ground, where you learned to fly and fight. It's also the testing range for secret weapons. Losing this planet would give the Rexxons both a strategic and technological advantage.

#### MOON 1: ROMULUS

GEOLOGY: Barren mountains and rocky mesas.

HABITATION: Military personnel, colonists and scientists.

CORPORATE: Dyna-CORP, Oxy-CORP, Ore-TEC, Def-CORP, Geo-LINK, Com-TEC, Provo-TEC.

STRATEGIC VALUE: Moons on any planet are always an advantage, because they complicate any attack. Conversely, it's harder work trying to recapture them if they fall into Rexxon hands.

#### MOON 2: REMUS

GEOLOGY: Flat, desert like surface with some low mountain ranges.

HABITATION: Military personnel, colonists and scientists.

CORPORATE: Dyna-CORP, Oxy-CORP, Ore-TEC, Def-CORP, Geo-LINK, Com-TEC.

STRATEGIC VALUE: An important part of the planet's defence network.



### 5. SILICA VOSS - The ringed planet

**ATMOSPHERE:** Sodium gases create the exotic and distinctive yellow light.

**GEOLOGY/BIOMORPHOLOGY:** Immense silica deposits and other rare minerals distinguish this planet. No indigenous life-forms.

**CLIMATE:** Dry and cold with gaseous formations at high altitude.

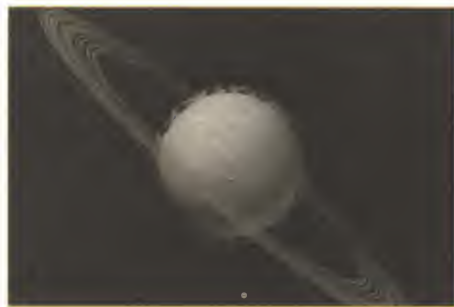
**HABITATION:** Large mining communities.

**CORPORATE:** Dyna-CORP, Ore-TEC, Def-CORP, Geo-LINK, Com-TEC, Provo-TEC.

**DEFENCES:** Planet based. Moderate.

**SPACE STATIONS:** Three cargo terminals and one habitation.

**STRATEGIC VALUE:** As this is the source of humanity's minerals for civilian and military its loss would mean accelerated defeat.



### 6. TROON

**ATMOSPHERE:** Dense sulphurous gases have given rise to a 'Greenhouse Effect', causing very high surface temperatures, despite the distance from the sun. It also has a permanent smell of bad eggs, which you fortunately cannot experience via your PC.

**GEOLOGY/BIOMORPHOLOGY:** Rocky desert with magma pools. No indigenous life-forms.

**CLIMATE:** Extreme temperatures. Severe electrical storm belts.

**HABITATION:** Mainly scientific communities.

**CORPORATE:** Dyna-CORP, Oxy-CORP, Ore-TEC, Def-CORP, Geo-LINK, Com-TEC, Sky-NET, Provo-TEC.

**DEFENCES:** Planetary shield.

**SPACE STATIONS:** One cargo terminal, one habitation.

**STRATEGIC VALUE:** Referred to as 'The laboratory of the solar system, this is where its scientists prefer to work, if not to live. The atmosphere lends itself to a wide variety of experiments.



### 7. SIBEX

**ATMOSPHERE:** A dull, blue planet with a very thin CO2 layer.

**GEOLOGY/BIOMORPHOLOGY:** Ice and rock formations.

**CLIMATE:** Extreme cold with violent storms. It's a gloomy place that's dark all year round - both day and night!

**HABITATION:** Military personnel with some civilian auxiliaries.

**CORPORATE:** Dyna-CORP, Oxy-CORP, Ore-TEC, Def-CORP, Geo-LINK, Com-TEC, Sky-NET, Provo-TEC.

**DEFENCES:** One orbital defence platform.

**SPACE STATIONS:** One cargo terminal and one habitation.

**STRATEGIC VALUE:** The early-warning station and first line of defence.

Its loss would be very bad for morale, but would not affect your ability to wage war.



# THE MAKERS OF INFERNO

CREATED BY DIGITAL IMAGE DESIGN LIMITED  
PUBLISHED BY OCEAN SOFTWARE LIMITED  
INFERNO CONCEPT, DESIGN & DIRECTION - SHAUN HOLLYWOOD  
SOUNDTRACK BY NIK & MRS FIEND OF A.S.F.

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YOUTH  
SUDDI RAYAL  
BUTTER FLY STUDIOS

## SYSTEM REQUIREMENTS

Inferno requires a 386, or preferably a 486 IBM or compatible PC with either 4 MB of extended memory, or 4 MB of extra disk space if the RAM is not present. The more RAM and disk-space available, the faster Inferno will run. Inferno will run from disks compressed with Stacker™ or DoubleSpace. WARNING: compression software may cause installation to fail.

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ALSO AVAILABLE BY NIK & MRS FIEND OF A.S.F.

'INFERNO THE ALBUM'

THE ORIGINAL SOUNDTRACK PLUS MIXES ON

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